

SAVE NEW YORK

by Joe Jetson



A game on cartridge for the Commodore 64.



OVERVIEW OF GAME: Waves of alien mutants are descending upon New York City. As these creatures fly around, every now and then one will land on a building and begin to eat it. Sometimes one will lay an egg which falls to the ground and hatches into a subterranean "mutant junior." This very dangerous creature inhabits the city's subways and sewers, and will eat a building from the bottom, causing a lot of damage. Your job is to "Save New York" by getting rid of all the airborne and underground mutants before they have eaten the entire city.

HOW TO PLAY: One or two players may play. You use the joystick to fly your player around the sky and blast the flying aliens or to maneuver your player through the subways and sewers searching out and eliminating mutant juniors. Be careful you don't get run over by a subway train while you are underground, or crash into anything while you are in the sky! Watch your fuel consumption too, and be sure you refuel yourself by intercepting the fuel parachute before you run out. Two players may find that if they cooperate rather than compete, they can obtain better scores, but it's up to you! When you have killed all the mutants in a wave, you have saved New York and the round ends. You then go on to the next level of difficulty where you have to do battle against ever increasing numbers of aliens. The game ends when you have used up all 3 of your plays.

TO START THE GAME: With the computer turned off, insert the game cartridge with the label side up into the game slot and turn the computer on. ***Always be sure the computer is turned off before inserting or removing a cartridge!*** While the title page is showing, select one or two player mode by moving the joystick to the left or right, then start the game by pressing the fire button. One player may use either joystick port. For two players, player 1 uses port 1 and player 2 uses port 2.

SCORING: 20 points for each flying mutant hit.
50 points for shooting a mutant's egg before it hatches.
90 points for each underground mutant hit.
You get 400 gallons of fuel each time you refuel.
You have to kill 10 mutants to save New York in the first round.
Add 16 more mutants for each higher level.
10 points for each building brick which remains intact at the end of each round.
1 extra play awarded for each 1000 points earned.

CONTROLS: The joystick moves your player left, right, up, and down. Watch out how gravity and inertia affect your airplane while you are flying! Landing pads at the left and right edges enable you to land your plane and go down underground, or to come out from underground and take off again, by moving the joystick up or down.

The fire button fires a shot in the direction you are going.

Use the **Restore** key to abandon a game and redisplay the title page. Previous high score will be preserved.

Press the **Commodore Logo** key (at the very lower left of the keyboard) to freeze the game when you need to take a break. Press it again, or press the joystick fire button, to resume play.